

Wizards Super Pan 9 Rules and Procedures

- (1) Rules and procedures for house-banked Super Pan 9 include:

Procedure for Play.

Basics: Super Pan 9 uses 8 standard decks of cards, but all 7s, 8s, 9s and 10s are removed. Each player and the dealer receive three cards delivered face-down. Face cards are counted as 0. The Ace, 2,3,4,5 and 6 are counted at face value. On any hand totaling 10 or more the first digit is dropped leaving the last digit as the hand's value. For example: if a hand consists of a 6-4-3, the card values are added together to equal 13. After eliminating the first digit, the hand has a value of "3". Players may stand on any total or may choose to draw one card. The hand value is still totaled as above. The house will always play their hand as follows:

0 through 5 Always Hit
6 through 9 Always Stand

- (1) The house will charge a 5% commission on all winning bets.
- (2) Ties will be considered a push with there being no winner or loser.

There will be a secondary bet referred to as a "Tie Bet". If the house and player tie this bet will pay 8 for 1.

Hands Played

Players may play more than one hand, not to exceed the table limit, but must bet as follows;

- 1) Twice the table minimum for two hands (on each hand).
- 2) Five time the table minimum for three or more hands (on each hand). Players may not play more than three hands without the floor supervisor's approval.

General Rules

- 1) Players must have a Super Pan 9 bet before they may bet a "Tie Bet".
- 2) Players wishing to draw a card must place their hand in the space labeled "Card". Those who do not wish a card must place their

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hand in the space labeled "No-Card".

- 3) The house will hit it's hand if valued 0 through 5 and stand on all other *totals*.
- 4) The floor supervisor's decisions are final.

Minimum and Maximum Permissible Wagers:

The limits for both the Super Pan 9 bet and the Tie bet are:

\$1 to \$25 - Phase I

\$1 to \$100 - Phase II (when authorized by the Commission after 6 months of operation)

Or such greater amount as determined by the Commission-

Shuffling Cutting and Dealing Techniques

New Decks Put into Play/Opening Shuffle

The dealer and floorsupervisor will open and inspect all decks front and back. All 7s, 8s, 9s, and 10s will be moved, The dealer will then wash the cards and prepare them for the opening shuffle.

When using a shuffling machine the first set of decks will be placed in the shuffling device, and, while the cards are being shuffled, the dealer and floor supervisor will inspect and wash the second set of decks. When the first set has been shuffled the second set will be placed in the shuffler and the first set removed and used to deal the next round of play.

When using a manual shuffle only one set of decks will be utilized. After the decks have been washed the dealer will split them into four stacks. The dealer will then take cards from the first and third stack and perform the house shuffle as follows:

Shuffle - Strip - Shuffle - Shuffle

These cards are then placed in the center of the table and the dealer then takes cards from the second and fourth stacks and repeats the house shuffle, finally placing the cards on the first-shuffled stack in the center of the table. The dealer will continue to alternately shuffle cards from the four

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stacks as in the order shown above, until all cards have been shuffled. The cards are now ready to be used in the next round of play and will be placed in the shoe.

CUTTING THE CARDS: Players will be given the option of cutting a freshly shuffled set of decks. Players must cut at least one full deck off the either end of the offered set.

Card Delivery and Placement

The dealer should case the layout to ensure all players have placed a bet in the proper area. Players may not alter or touch their bets after the first card has been delivered from the shoe.

Cards will be delivered beginning with the first player to the dealer's left. Beginning with this player and moving clockwise, the dealer will deal one card to each player and the house until everyone has 3 cards.

Hitting the Players' Hands

Players will assess the value of their hand(s), decide to draw or stand, then place their cards in the appropriate space. The dealer will then, beginning with the left-most hand, deliver one card face-down to each hand placed in a "Hit" space. The house will always hit last.

Hitting the Dealer's Hand

After all players have had a chance to act on their hands the dealer will expose the house hand. If the hand is valued at 6 or better the dealer will begin the take and pay sequence. If not the dealer must draw one card.

NOTE: The dealer may not hit a hand totaling 6 or greater. If this occurs any cards exposed in error will be placed in the discard rack and the dealers original hand played in the normal fashion.

Taking and Paving

After acting on the house hand the dealer begins the take and pay sequence.

- 1) The dealer must act on each hand individually beginning on the

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dealers right and rotating counter-clockwise around the table.

- 2) The dealer will take, pay or push each hand, including the Tic wager, while the cards are still spread. The player's cards will then be placed in the discard rack before the dealer moves on to the next hand.
- 3) Pushes will be indicated with a patting motion near the player's hand before the cards are collected.
- 4) The house will take a 5% commission from each winning hand.

Hit cards exposed in error will be burned.

If any player or the dealer receives the wrong number of cards all players will be given the option of either continuing the hand or withdrawing from play until the hand is over.

If a player does not receive a hand they must sit out until the next hand.

If a player misses being hit, cards will not be backed-up. Players will be given the option of pulling-out of the hand or waiting until all players have received their hit cards then hitting out their hand.

the If a player plays less than the table minimum the dealer will take or pay amount bet then notify the player of the proper table limit.

up If a player bets more than the table limit the dealer may only take or pay to the table maximum,

The supervisor's decision is final.

Prohibitions Against Side Betting:

Side betting between players and between players and the house is prohibited.